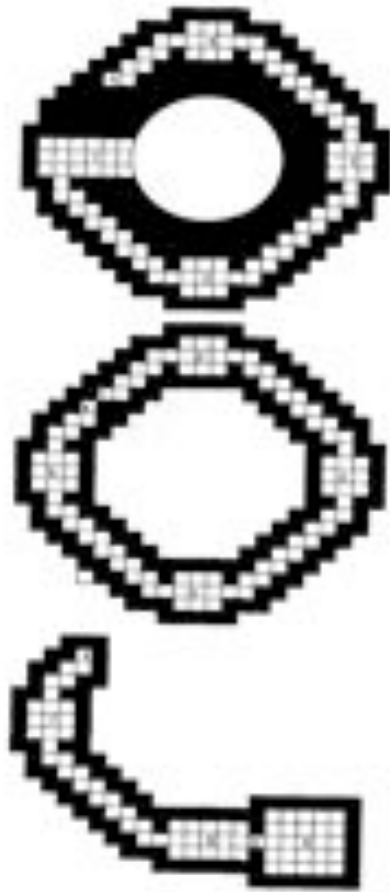


# The Ingrid Pit



## Background

The Ingrid Pit, home to innumerable bats, has sat just outside the hamlet far longer than anybody can remember - it was probably there long before the hamlet was founded. A place like the pit will produce rumors that it contains untold treasures and only a few months ago, group of adventurers showed up to find it. They came out of the pit again, but ever since then something has haunted the area, with livestock and people, in particular young, healthy men, wasting away almost over night. Obviously, that last group of adventurers disturbed something in the re...

The Pit: Too evenly formed to be natural, the pit is about 45 feet across and at least 100 feet deep. The bottom, used as a dumping ground for the rare murder victim or lost drunk, is home to various vermin and the occasional zombie, ghoul or carrion crawler. Those sensitive to such things will sense a strong magic, necromantic, aura in the pit.

While the sides of the pit are far from as smooth as indicated by the map - having numerous crevices and smaller caves inhabited by bats - only an expert climber can descend without equipment. The top edge of the entrance is about fifteen feet down and, unless one has upset the locals before descending, ropes can be securely attached at the edge of the pit.

The pit is fenced off and usually guarded by two villagers, but as their duty is to prevent accidental entry into the pit, they will not oppose adventurers willingly going there and will happily help secure the ropes for the descent.

## Room Key

1 square = 5 feet D = door (unlocked)

- General description and notes: It is obviously not a natural cave, as the walls and floor of the tunnels are smooth (and slightly slippery). The tunnels are 5 feet wide, 10 feet high and slope downward at varying and seemingly random degrees and lengths (5 to 40 degrees in sections of 1 to 10 feet). There is no light whatsoever in the dungeon apart from what sunlight that can reach room 1. Outside of room 9, any dead body in the dungeon (or the pit) will animate as a Zombie in 12 hours and congregate in room 3, 7 or, if available, the closest non-trap b, c, d, or e. Zombies who are chopped up will occasionally be gathered up and thrown in the pit outside by the others. The middle map is optional and its rooms not described - apart from the ever-present wall paintings their contents and the number of levels using the middle map, if any, is up to the GM.
- Entrance: the floor is covered by a thick layer of bat guano as the room is home to hundreds of bats. Strangely, neither bats nor guano can be found beyond room 2.
  - Trap: Punji sticks! (Or very small and sharp stalagmites.) If the room was well-lit, its floor not partially covered in bat guano and not entered following one of the steeper tunnel sections, they would probably be easier to avoid and less likely to cause infections.
  - First chamber: Wall paintings chronicling the life, adventures and eventual fall into corruption (or is it rise into immortality? The paintings can be interpreted both ways.) of a red-haired warrior woman. 1D6 Zombies, half of whom are wearing contemporary adventurer's clothing.
  - Trap: Long ago, the two dragon-hydra-wyvern-basilisk statuettes in this room sprayed a poisonous liquid on intruders not saying the right (long forgotten) words. Now, on a roll of 1-2 on a D6 (roll each time anybody enters), they will spit a cloud of dust that may blind, irritate, choke, poison or burn.
  - This is where this map joins the level below - whether that is a or 6 is up to the GM.
    - This is where this map joins the level above - whether that is 5 or another floor is up to the GM.
    - Unspecified Chamber: Depending on GM's decision, any of these rooms may be a trap, contain a handful of Zombies or just an empty chamber with wall paintings depicting the life and times of that red-haired warrior woman.
    - This is where this map joins the level below - whether that is 5 or another floor is up to the GM.
  - This is where this map joins the level above - whether that is 5 or 6 is up to the GM.
  - Final Chamber: More wall paintings of the red-haired warrior woman. 2D4 Zombies, half in tattered archaic clothing, half in contemporary adventurer's clothing. The latter may carry some incidental treasure.
  - The Final Trap: Sitting in the middle of the room is a stone pedestal, clearly part of the flagstone below it. On top of the pedestal is a two foot tall statuette: a six-armed ivory-skinned ruby-haired woman turning into a gold-scaled snake below the waist. Removing the statuette without replacing the weight with in a very short period will cause the whole dungeon to collapse - if the adventurers start running now and aren't too weighed down by equipment they'll probably make it.
  - The Grave Chamber: A stone coffin sits at the center of the chamber. Several large urns and piles of rusting and decaying weapons and tools are piled against the back wall. The coffin contains the remarkably well-preserved mummified body of a beautiful red-haired woman wearing an archaic suit of Magic Scale Mail. Most of the urns once contained food, but some contain coins - no less than 12 000 coins, mostly silver but also gold and electrum, mixed together. Among the piles of ancient equipment one can also find a small silver box containing about a dozen gems and pieces of jewelry - one of the latter is actually a Magic Ring, an ivory scroll case containing a Scroll of Protection (not against Undead) and an archaic Magic Axe.
- Finally, biding its time, there is the inhabitant of the pit - the Wraith of the woman in the coffin. Once the intruders are distracted by footing the tomb (and once she has had a few moments to decide who is the most dangerous and whether anybody is worthy of joining her in eternity and undeath), she will materialize and attack. The unworthy killed will be dragged into room 7 by the zombies and turn into more zombies instead of wraiths.

On entering rooms and when the room is new, the Wraith leaves the dungeon to seek victims at the surface